

In the Claims:

Please amend the claims as follows:

- Sub 17
- B6
1. (Amended) A game device comprising:
communication means for sending information that is to be needed for a process of game from a players' side to a station's side through a communication line, and
analysis means for analyzing said information so sent on said station's side, and
sending means for sending the players' side the results of the analysis from the station's side, wherein the results include coordinates for directing player's side to a destination; and
the game can be developed through information interchange.
 2. (Amended) A game device as set forth in Claim 1, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side.
 3. (Twice Amended) A game device as set forth in Claim 1, wherein said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed.
 4. (Twice Amended) A game device as set forth in Claim 1, wherein [said] a parameter so sent that is to be needed for the process of game changes in accordance with elements including time, weather and order.
 5. (Amended) A game device as set forth in Claim 2, wherein said players' side consists of a plurality of teams or players.
 6. (Amended) A game system, wherein [said] a players' side sends information that is to be needed for the process of game to [said] a station's side through the communication line, and wherein said information so sent is analyzed by said station's side so as to send the results of the analysis indicating a hint as to the process of game from the station's side to the players' side, so that the game can be developed through information interchange.

7. (Amended) A game system as set forth in Claim 6, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange.

8. (Twice Amended) A game system as set forth in Claim 6, wherein said players' side sends a different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange.

9. (Twice Amended) A game system as set forth in Claim 6, wherein a parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with elements including time, weather and order, so that the game can be developed through information interchange.

10. (Amended) A game system as set forth in Claim 7, wherein said players' side consists of a plurality of teams or players, so that the game can be developed through information interchange.

11. (Amended) A game device as set forth in Claim 1, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side; and

wherein said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed.

12. (Amended) A game device as set forth in Claim 2, wherein said parameter so sent that is to be needed for the process of game changes in accordance with elements including time, weather and order.

13. (Amended) A game device as set forth in Claim 1, wherein said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed; and

wherein said different parameter so sent that is to be needed for the process of game changes in accordance with elements including time, weather and order.

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14. (Amended) A game device as set forth in Claim 1, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side;

wherein said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed; and

wherein said parameter so sent that is to be needed for the process of game changes in accordance with elements including time, weather and order.

15. (Amended) A game device as set forth in Claim 1, wherein said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed; and

wherein said players' side consists of a plurality of teams or players.

16. (Amended) A game device as set forth in Claim 1, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side; said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed; and

wherein said players' side consists of a plurality of teams or players.

17. (Amended) A game device as set forth in Claim 1, wherein a parameter so sent that is to be needed for the process of game changes in accordance with elements including time, weather and order; and

wherein said players' side consists of a plurality of teams or players.

18. (Amended) A game device as set forth in Claim 2, wherein [said] a parameter so sent that is to be needed for the process of game changes in accordance with [such] elements including [as] time, weather and order; and

wherein said players' side consists of a plurality of teams or players.

19. (Amended) A game device as set forth in Claim 1, wherein said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed, [said] a parameter so sent that is to be needed for the process of game changes in accordance with elements including time, weather and order; and

wherein said players' side consists of a plurality of teams or players.

20. (Amended) A game device as set forth in Claim 1, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side;

wherein said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed; said parameter so sent that is to be needed for the process of game changes in accordance with elements including time, weather and order; and said players' side consists of a plurality of teams or players.

21. (Amended) A game system as set forth in Claim 6, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange; and

wherein said players' side sends a different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange.

22. (Amended) A game system as set forth in Claim 6, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange; and

wherein said parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with elements including time, weather and order, so that the game can be developed through information interchange.

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23. (Amended) A game system as set forth in Claim 6, wherein said players' side sends a different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange; and

wherein a parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with elements including time, weather and order, so that the game can be developed through information interchange.

24. (Amended) A game system as set forth in Claim 6, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange, said players' side sends different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange; and

wherein a parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with elements including time, weather and order, so that the game can be developed through information interchange.

25. (Amended) A game system as set forth in Claim 6, wherein said players' side sends a different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange; and

wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.

26. (Amended) A game system as set forth in Claim 6, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange, said players' side sends a different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange; and

wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.

27. (Amended) A game system as set forth in Claim 6, wherein a parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with elements including time, weather and order, so that the game can be developed through information interchange; and

wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.

28. (Amended) A game system as set forth in Claim 6, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange; and

wherein said parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with [such] elements including [as] time, weather and order, so that the game can be developed through information interchange; and

wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.

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29. (Amended) A game system as set forth in Claim 6, wherein said players' side sends a different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange, said parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with [such] elements including [as] time, weather and order, so that the game can be developed through information interchange.; and

wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.
